



Figure 113: 3D View dialog – Appearance tab

Illumination

Use the *Illumination* tab (Figure 114) of the 3D View dialog to control light sources for the 3D view.

Here are the options with some hints:

- Click any of the eight buttons to switch a directed light source on or off.
- The first light source projects a specular light with highlights.
- By default, the second light source is switched on. It is the first of seven normal, uniform light sources.
- For the selected light source, select a color from the first drop-down list below the eight light source buttons. Alternatively press the adjacent button to select a color using the Pick a Color dialog. Note that the brightness values of all lights are added together, so use dark colors when enabling multiple lights.
- The small preview in the dialog shows the effect of repositioning the light source.
- Each selected light source appears as a small colored sphere in the specified color. The sphere is larger when the light source is actively selected.
- Each light source always points at the middle of the object initially. Move the vertical slider to adjust the lighting angle. The horizontal slider rotates the light around the object. In addition, click the light source and drag it to the desired location.
- Click the button in the bottom right corner of the preview to switch the internal illumination model between a sphere and a cuboid.
- Use the *Ambient light* drop-down list to define the ambient light, which shines with a uniform intensity from all directions. Alternatively press the adjacent button to select a color using the Pick a Color dialog.

See the *Draw Guide* for more information on setting the illumination.